

IN THE CLAIMS

1. (currently amended) An information processing editing apparatus for allowing an editor to create final scenes from content information according to a predetermined specification, ~~the content information defining one or more shared scenes that can be shared among a plurality of scenes, said information processing editing apparatus comprising:~~

~~a shared-scene processing-creation module operable allow the editor to define shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to form the final scenes, each of the shared scenes comprising and including one or more shared objects that are sharable among the final scenes in accordance with the predetermined specification;~~

~~a shared scene creation module operable to create said shared scenes;~~

~~a shared-scene creation-processing module operable to enable the editor to select individual and multiple specific two or more shared scenes to be used combined for creating each of the final scenes, said specific shared scenes being selected from said shared scenes created by said shared scene creation module;~~

~~an application creation module operable to describe control information in accordance with the internal format based on said specific shared scenes set by the editor via said shared-scene creation and processing modules; and~~

~~an output control module for converting said control information into shared object control information for forming the final scenes created by said scene creation module based on said shared objects in accordance with said predetermined specification.~~

2. (currently amended) An information processing editing apparatus according to claim 1, wherein said shared-scene creation processing module further specifies an order of superposition of a plurality of said ~~specific~~-shared scenes; and said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final scenes as a state of utilization of shared objects in each of the final scenes in accordance with said order of superposition of said ~~specific~~ shared scenes.

3. (cancelled)

4. (cancelled)

5. (currently amended) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the plurality offinal scenes based upon the predetermined specification and the ~~specific~~-shared scenes.

6. (currently amended) A method according to claim 5, further comprising:

specifying an order of superposition of a plurality ofthe specific-shared scenes; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the plurality of the specific-shared scenes.

7. (currently amended) An information editing processing apparatus for allowing an editor to create final scenes from content information according to a predetermined specification, ~~said content information defining shared scenes that can be shared among a plurality of scenes, said information processing editing apparatus comprising:~~

~~shared-scene definition creation means for allowing the editor to defining define shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to~~

form the final scenes, each of the shared scenes comprising and including at least one or more shared objects that are sharable among the final scenes in accordance with said predetermined specification;

shared scene creating means for creating said shared scenes;

shared-scene setting processing means for enabling the editor to select individual and multiple specific two or more shared scenes to be used combined for creating each of the final scenes, said specific shared scenes being selected from said shared scenes created by said shared scene creation means;

control-information description means for describing control information in accordance with the internal format based on said specific shared scenes set by the editor via said shared scene setting means; and

converting means for converting said control information into shared object control information for forming the final scenes created by said shared scene setting means based on said shared objects in accordance with said predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create final scenes from broadcast content information according to a predetermined data broadcasting specification, said broadcast content information defining shared scenes that can be shared among a plurality of scenes, said information processing apparatus comprising:

shared-scene definition creation means for allowing the editor to define shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to form the final scenes, each of the shared scenes comprising and including at least one or more shared objects that are sharable

among the final scenes in accordance with said data broadcasting specification;

~~shared scene creating means for creating said shared scenes defined by said shared scene definition means;~~

~~shared-scene setting processing means for enabling the editor to select individual and multiple specific two or more shared scenes to be used combined for creating each of the final scenes, said specific shared scenes being selected from said shared scenes created by said shared scene creation means;~~

~~control-information description means for describing control information in accordance with the internal format based on said specific shared scenes set by the editor via said shared scene setting means; and~~

~~converting means for converting said control information into shared object control information for forming the final scenes created by said shared scene setting means based on said shared objects in accordance with said data broadcasting specification.~~

9. (currently amended) A computer-implemented method for allowing an editor to create final scenes from shared scenes from content information according to a predetermined specification, ~~the content information defining shared scenes that can be shared among a plurality of scenes, comprising:~~

~~defining shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to form the final scenes, each of the shared scenes including at least one shared object sharable among the final scenes in accordance with the predetermined specification;~~

~~setting individual and multiple specific selecting two or more shared scenes to be combined by the editor to be used for creating each of the final scenes, the specific shared scenes being selected from the shared scenes;~~

describing control information in accordance with the internal format based on said ~~specific~~ shared scenes set by the editor; and

converting the control information into shared object control information for forming the final scenes ~~based on the shared objects created~~ in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final scenes from shared scenes from content information according to a data broadcasting specification, ~~the content information defining shared scenes that can be shared among a plurality of scenes,~~ comprising:

defining shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to form the final scenes, each of the shared scenes including at least one shared object sharable among the final scenes in accordance with the data broadcasting specification;

~~setting individual and multiple specific selecting two or more shared scenes to be combined used for each of the scenes, the specific shared for creating the final scenes being selected from the shared scenes;~~

describing control information in accordance with the internal format based on said ~~specific~~ shared scenes set by the editor; and

converting the control information into shared object control information for forming the final scenes ~~based on the shared objects created~~ in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final scenes from shared scenes from content information according to a predetermined specification, ~~the content~~

~~information defining shared scenes that can be shared among a plurality of scenes, the instructions comprising instructions for:~~

~~defining shared scenes, said shared scenes being virtual scenes formed in accordance with an internal format and usable as scenes common to a plurality of used to form the final scenes, each of the shared scenes including at least one shared object sharable among the final scenes in accordance with the predetermined specification;~~

~~setting individual and multiple specific selecting two or more shared scenes to be used combined for creating each of the final scenes, the specific shared scenes being selected from the shared scenes set by the editor;~~

~~describing control information in accordance with the internal format based on said specific shared scenes; and~~

~~converting the control information into shared object control information for forming the final scenes based on the shared objects created in accordance with the predetermined specification.~~

12. (new) An information editing processing apparatus for allowing an editor to create final scenes from intermediate scene templates comprising:

a shared-scene creation module operable to allow the editor to define intermediate scene templates in accordance with an internal format that include one or more shared objects that are sharable in an always on or always off manner among final scenes in accordance with a predetermined, industry-standard specification;

a shared-scene processing module operable to enable the editor to combine two or more of the intermediate scene templates to form a desired final scene that is a combination of the shared objects contained within the editor-selected intermediate scene templates;

an application creation module operable to form shared-scene definition statements of shared objects files in accordance with the internal format, the shared object files comprising shared objects from the combined editor-selected intermediate scene templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate scene template, the description files forming a script that complies with the industry-standard specification to control the display of the shared objects in the final scenes.